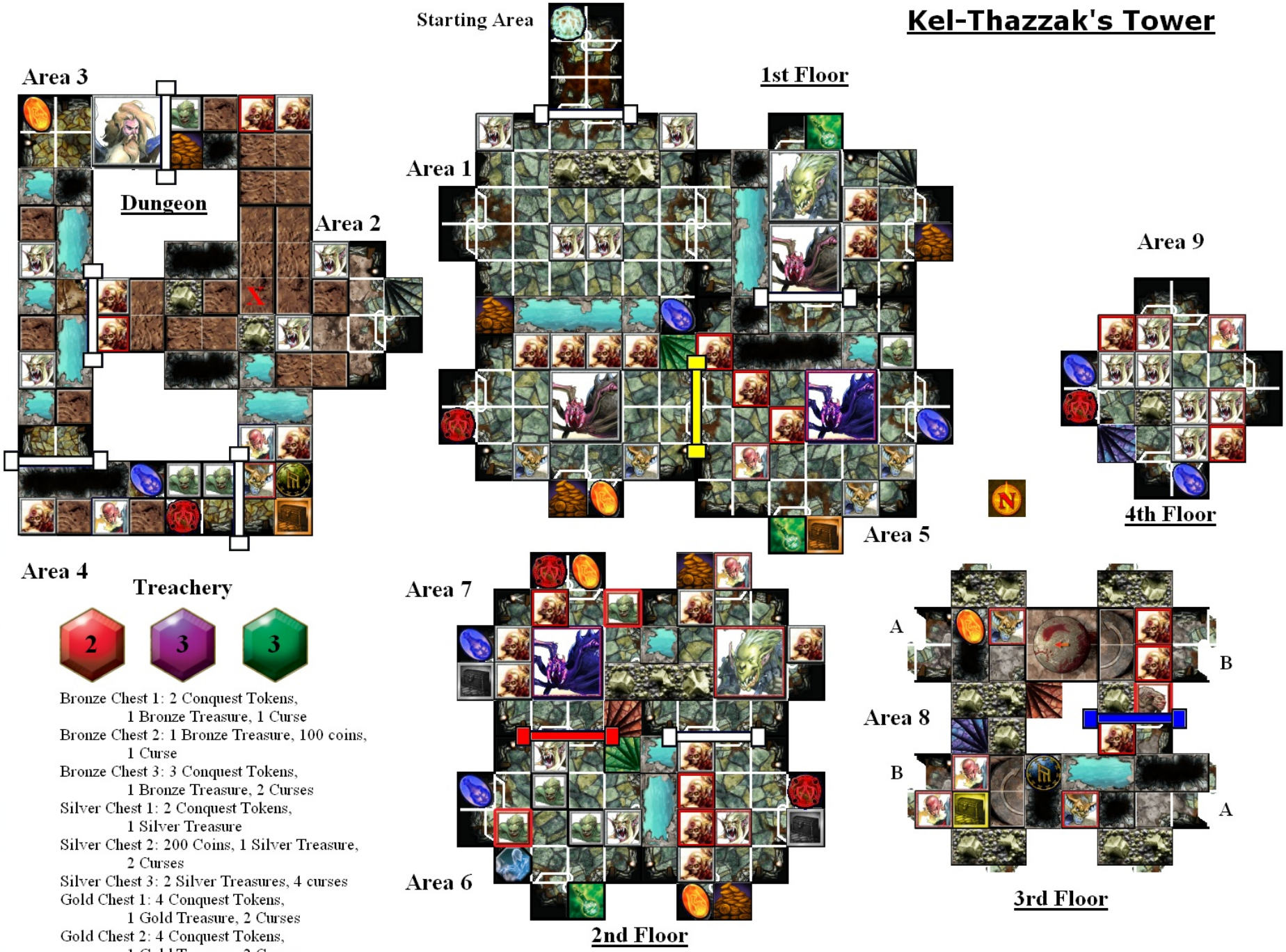
Kel-Thazzak's Tower



Treachery

2 3 3

Bronze Chest 1: 2 Conquest Tokens,
1 Bronze Treasure, 1 Curse
Bronze Chest 2: 1 Bronze Treasure, 100 coins,
1 Curse
Bronze Chest 3: 3 Conquest Tokens,
1 Bronze Treasure, 2 Curses
Silver Chest 1: 2 Conquest Tokens,
1 Silver Treasure
Silver Chest 2: 200 Coins, 1 Silver Treasure,
2 Curses
Silver Chest 3: 2 Silver Treasures, 4 curses
Gold Chest 1: 4 Conquest Tokens,
1 Gold Treasure, 2 Curses
Gold Chest 2: 4 Conquest Tokens,
1 Gold Treasure, 2 Curses

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Kel-Thazzak's Tower

By Squirrelloid

Scenario Background

You remember your grandfather speaking with fear in his voice about the grim tower north of town. How the witchfires would flicker in the windows in the dark of night. Of the lich Kel-Thazzak who destroyed armies and heroes alike who opposed him, and controlled all that he surveyed. Of the poor townsmen who disappeared mysteriously. But some 50 years ago the witchfires stopped flickering, the heroes stopped coming, the people stopped disappearing. The lich was gone. Two generations grew up without the shadow of his reign hanging bleakly over their lives.

Then last night, the witchfires were seen again atop Kel-Thazzak's tower. Your grandfather died that very night, starting at shadows, scared of the sound of any voice, and muttering "He's returned" over and over again.

Mission Goals

Having stood vigil as your grandfather passed unpleasantly from this world out of sheer terror, you are unwilling to allow the lich to use your people again. It is a hard task, but you must enter into the Kel-Thazzak's tower and destroy him. If you should happen to find any of the ancient glyphs of transport, activating them will bring light to a dark place. You begin with 10 conquest tokens. If you should ever run out of conquest tokens, Kel-Thazzak will have triumphed over you and the lives of your people are his.

Warning: This is a difficult quest intended for 3-4 heroes. Monsters are often used in combination with terrain to deadly effect, even in the early areas of the quest. Recommended for experienced players only.
Important: Heroes may buy Copper treasures without having first opened a Copper chest, including when they buy items before entering the dungeon. Heroes receive an extra 100gp when starting this adventure.
Important: All Beastmen in this dungeon are Skeleton Warriors. If you have appropriate models you should use them. Otherwise use Beastmen models. Beastmen spawn cards still spawn Beastmen - who should be marked with a fatigue point to distinguish them. (Alternately, the players may agree to play the spawn cards as skeleton warriors - increase the threat token cost by 2).

Skeleton Warrior 2/3: 4 move, 2 health, 3 shield, RG Bleed
Skeleton Warrior 4: 4 move, 3 health, 3 shield, RG Bleed
Skeleton Warrior 5: 4 move, 4 health, 3 shield, RG Bleed

Master Skeleton Warrior 2/3: 4 move, 4 health, 4 shield, RGBk Bleed, Command
Master Skeleton Warrior 4: 4 move, 5 health, 4 shield, RGBk Bleed, Command
Master Skeleton Warrior 5: 4 move, 6 health, 4 shield, RGBk Bleed, Command

All Ferrox models in this dungeon are Vampires. The Ferrox spawn cards instead spawn vampires and master vampires (Vampire Lords). Feel free to use the Ferrox models (but if you have more suitable models...).

Vampire 2/3: 5 move, 4 health, 3 shield, RG Leech
Vampire 4: 5 move, 5 health, 3 shield, RG Leech
Vampire 5: 5 move, 6 health, 3 shield, RG Leech

Vampire Lord 2/3: 5 move, 5 health, 4 shield, RGBk Leech OR WYYBk Stun
Vampire Lord 4: 5 move, 6 health, 4 shield, RGBk Leech OR WYYBk Stun
Vampire Lord 5: 5 move, 7 health, 4 shield, RGBk Leech OR WYYBk Stun

Finally, all Sorceror models are skeletons and receive +1 armor unless different bonuses are specified. (Kel-Thazzak himself will be dealt with separately and does not receive this bonus).

Area 1

The old tower is clearly in disrepair. Water pools on the floor and a gaping hole seems to drop down into a sub-level of the tower. The occupants, however, don't seem to mind. Animated skeletons take up swords and bows to halt your progress, massive spiders skitter about in the darkness, and a large ogre grins ferociously at you from across a pool... or wait... its not grinning... its teeth are showing because its lips have rotted away!

The ogre in this room is a Zombie Ogre. Reduce its armor by 2, increase its wounds by 5, and it deals +1 damage.
...if a hero should fall down the 1x1 pit north of the 3x1 water obstacle, place the hero on the red X in Area 2. They still suffer damage as normal for falling into a pit.

You plummet into the darkness, and find yourself in a dank room. Your torch sputters in the wet mud beside you. (See Area 2)

Area 2

You descend the steps into the dungeon. Water runs along the walls and drips from the ceiling. The smell of rotted wood and mold offends your nose, and the blackness closes in about you as you step out into a muddy chamber. The clatter of bone on bone tells you that you are not alone down here!

Area 3

Skeletal guards leap to attention as you open the door. In the distance, you hear the scraping of claws against stone floor and the dragging of a heavy chain - what poor creature is locked up down here?

The Manticore will not move across the pit/water, nor will it go through the door to the east of it. It is chained to the wall and only has those 8 spaces within which to move. It still attacks anything that comes within range!

Area 4

You kick open the door and suddenly find yourself tottering on the edge of a deep pit! Across from you a skeletal sorceror cackles maniacally and his hands start to glow.

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When the door is opened to reveal this area, immediately activate the sorceror (move and attack). The interrupted player's turn then resumes.

Area 5

The pitted floor here almost looks like it was intentionally dug up. Regardless, the skeletons are using the obstacle to entrench themselves behind it, under the command of another one of those skeleton sorcerors.

Area 6

Having finally made it to the second floor, you think things might be looking up. But the enemy is alerted to your presence and ready for you! A regal skeleton warrior, arrayed in magnificent armor, commands you: "Halt intruders. None shall disturb the master, not while Ursa Grimsson lives." At his command skeleton archers open fire, and the legions of the undead move in for the kill. Amongst their numbers, an incorporeal form moves menacingly closer.

Additionally, the red rune door to your north is magically sealed - you'll have to find another way through.

The master skeleton warrior is Ursa Grimsson, a Death Knight. Treat him as a master skeleton warrior with +6 health, +2 shield, and add the following to his abilities: Command +1 (2 total), Sorcery 2, Aura 1, and Fear 1. The heroes receive 3 conquest tokens for defeating Ursa Grimsson.

The Haunt familiar is a Shadow controlled by the Overlord. The heroes cannot kill it or even attack it. It has a move speed of 4, and if it ends its movement on a hero that hero gains a Daze token. The Shadow cannot leave this floor of the tower (Areas 6 and 7).

Area 7

You open the door and are almost overcome by the stench of rotting meat as a hideous troll stares down at you. It is clear that he is very dead, yet inexplicably trying to eat you! From somewhere behind him you hear a voice call out: "Turn back heroes, you'll never reach our master in time!"

The master ogre (Troll) is a Zombie Troll. Reduce its armor by 2, increase its wounds by 5 and it does +1 damage. Additionally, remove the undying ability and replace it with the following: Thou Canst Kill That Which Doest Not Live! - Whenever the zombie troll is killed, mark which squares it was on. At the start of the overlord's turn, if the Zombie Troll is dead, replace it on the board where it fell, moving heroes to the nearest open squares as necessary. Only if the heroes kill the master sorceror to its north will the troll remain dead. (If they kill the sorceror, ignore Thou Canst Kill That Which Doest Not Live!).

Additionally, the Vampire Lord is Urgren Kosche. He has +4 health, +1 armor, and adds a green die to all his attacks (regardless of which one he uses!) The heroes receive 3 conquest tokens for defeating Urgren Kosche.

Area 8

Coming up the staircase, you almost lose your nose as a large boulder rolls past you! Looking back where it came from, you notice a large ramp, atop which two skeletons smile grimly down at you as they ready their arrows. Taking cover against the wall of the stairwell, you are surprised to see the large boulder roll into what you at first thought was the outer wall of the tower, but it passes through a magical portal instead! What diabolical arrangement is this?

Set the red staircase up inside of the 4 cross-pieces as shown.

The ramps in this area are also obstacles - they block movement across them. Line of sight can be traced across them freely, however.

The incomplete ends marked A and B are magical portals. A connects to A and B connects to B. Line of sight can be traced through portals, and the end spaces on one side are considered adjacent to the end spaces of the other side for all purposes. For instance, characters may move from an A end square to any other A end square, and count as adjacent to all of them (in addition to other squares to which they are normally adjacent).

The rubble obstacles in this Area are walls, and can not be moved through by any means, even the acrobat ability.

The blue rune key and the vitality potion are at the bottom of the indicated pits, and the pit must be entered to retrieve the item.

The boulder moves by rolling a red and a yellow die, and moving the total indicated. It does not remove any obstacles from the heroes path (notably, the pool of water is unaffected by the boulder). The boulder rolls back and forth through the portal without incident - if the boulders movement happens to stop it halfway through the portal, use a second boulder piece to mark it on both sides of the portal.

The master kobold in this area is Kel-Thazzak's Homunculus. It has 3 movement, 11 wounds, 3 armor, a melee attack that deals RGGBk damage, and Ironskin, Unstoppable, and Daze specials. It is worth 2 conquest tokens when defeated.

Area 9

Exhausted, you reach the top of the tower only to be confronted by a massive force of skeletons. From behind their ranks Kel-Thazzak cries out to you: "Fools, did you hope to stop me? You're too late heroes, the spell is cast, and all the world shall own me as master!"

Kel-Thazzak's spell: All skeletons still in play gain the Undying ability. If they already had Undying, this becomes Undying 2 - roll 2 power dice and if either is a power surge the model is restored to full health. (This effects all Skeletons, Skeleton Warriors, and Sorcerors - including Kel-Thazzak, although its already included in his profile).

The two Master Skeleton Warriors are Gurd and Kuln. They each have +2 wounds, +1 armor, and gain the Daze ability in addition to their other abilities. They are worth 2 conquest tokens each when killed.

The Master Sorceror is Kel-Thazzak the Lich. He has 20 wounds, 8 armor, Sorcery 7, Undying 2, rolls WYYBkBk to attack and may spend 2 surges to add his choice of a Daze, Stun, or Bleeding effect to the hero.

If Kel-Thazzak is killed and stays dead...

"I won't be killed by the likes of you, children. You haven't seen the last of Kel-Thazzak!" With that final utterance his bones crumble to powder before your eyes. Have you truly destroyed the lich lord, or will he return to haunt you again?

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